

ROCK RAIDERS – PSX

VERTEX LIGHTING

Steve will implement a routine to set the 'lava' lit vertex and the rest are all high or low lighted from a specific light source direction, automatically on generation.

Helicopter –

Pick up

Scoop water – in container.

This is dropped onto a lava block and will solidify it into solid rock, which can then be used as a bridge over the lava. Some sections of lava will be wide and will require a number of 'drops' of water to make a bridge

Lift small vehicles – dangling under the helicopter

These once dropped can be used by the minifigures.

Lift men (rescued – inside helicopter) - same as other 'pick up' routines – men lifted on rope

Lift cargo bay

Drop off

Drop water to cool lava to rock

Drop off small vehicles

Men dropped off 'not implemented to start with, or men slide down the rope.

Cargo boxes dropped – leaves collectables

Power crystals

Fuel?

?? may be some other items

A helicopter without a load can move anywhere on the map, but while it has a load the 'cargo' dangles in the troughs of the tunnels, and restricts the helicopters movement to travelling along a tunnel.

This is where first dropping off a drilling vehicle, to cut a new tunnel, or short cut may speed up a helicopters delivery.

DRILLING

Fast drilling, the game should be action based, lots to drill and rocks bouncing around.

CAVERNS

Opening up as a 'door' when a block is drilled. This adds discovery, the cavern may already contain, vehicles or buildings or collectibles.

LAVA FLOWS.

Lava is shown as two textures cross-fading between each, the Lava and Floor texture. It is done on a block by block basis and the block finally changes to a lava. This provides a race against time, different levels will have different rates of flow, some quite fast, so you have to rush, others condensed, so you can see it creeping towards your 'base / vehicle/ men etc.'

DYNAMITE

The men can drop this onto floor.

A visible count down 9 to 0 in numbers drifting up from the dynamite and fading away, then an explosion, it can blast through hard rock that the other diggers can't drill through.

The explosion will also scare away all visible units.

SUPER-DYNAMITE

This is pre-positioned, and is triggered as the RR man touches it. It has a big blast radius over multiple blocks. The RR will have to take cover like in bomber man

We can have 'puzzle' sections similar to bomberman, with positioned dynamite, then impenetrable blocks to hide behind.

PUSHER GUN

The RR can shoot only in 8 directions.

This sends off a 'sonic pulse' this pushes a unit back, in small steps, repeatedly 'pushing' a unit will force it up to the visible area away.

The 'pulse' takes time to reach the unit and at a distance, it may be able to side step the 'pulse'

It does no harm to a unit only distances it from you. Pushing a unit into lava, should 'remove' it from the level.

FREEZER GUN.

The RR shoots in 8 directions.

It freezes the unit for a set 'short' time period.

The unit then 'defrosts' and continues to attack you.

We will try and get a frozen look with a clut change to cold blue colours

COLLECTIBLES

We will initially try the RR unit have to leave the vehicle to pick them up, as it will add something else to do with the game, and otherwise content may be sparse. This will also assist the 2 player game where one digs and one shoots while running and collecting.

- Freezer guns canisters
- Pusher guns 'sonic pulses'
- Dynamite 'sticks'
- Crystals – power
- Crystals – bonus points.
- Fuel canisters.
- Map – show in radar each level has 4 sections

COLLECTIBLES can be in mid air, and the RR will have to jump to collect them. Tokens can also 'drift' or bounce away and must be collected, before you lose them when they are off screen.

POWER CRYSTALS

Men walk over these to collect them. Crystals are not shown as held.

MAPS

How do we design the 'event' triggers, collectibles etc.

We need to have the format these are stored in, and an editor needs to be written to design the data.

Written on the PC and converted to the PSX to save time

TIMED EVENTS

Helicopter comes in at a set time, and picks up or drops off one of its cargo / pay loads.

We need a dramatic graphic display of the count down to events happening.

ENEMIES

ROCK MONSTER

We will aim for only 3 Rock Monsters visible at one time.

Heads straight for any unit, vehicle or building. Bumps into it causing it damage. Being rock hitting things causes no damage to themselves.

Vehicles get more damage depending on which side is hit. Some sides eg, the front or the bulldozer is well protected against rock raider attacks (although not totally invulnerable)

Anims for Move, hit and break up (this may have to be different from the small rock monsters due to poly count) Current anims have too many key frames.

ROCK WHALE

This heavy lump of rock blocks pathways. It is indestructible but, if bumped into or zapped with any gun, it will slowly lift up onto its stumpy legs and waddle into an adjacent block. If you keep 'zapping' it, then it will keep moving, otherwise it will settle down again. If you are in a rush then letting it settle takes more time as it is slow to raise to its feet.

Shooting at its head will cause it to turn away (rotate).

Rock whales can settle in water, but they will sink, which then makes a nice sort of bridge.

It needs to be something like OCTAGONAL in shape

Anims for move, hit, sink (rotate done in code)

SPIDERS/SCORPIONS

These harmlessly wander around the caverns and tunnels.

If a RR is on foot they are attracted to him (fresh blood)! they move in a straight line straight towards him.

If they bump into him, they will cause some damage and then jump back. They will then continue to attack.

They are slower moving than RR but there will usually be more of them scattered about.

They will be zapped by moving into an electric fence post.

They can be pushed or frozen by the guns, or scared away by the Dynamite explosion.

ELECTRIC FENCES

An electric fence will not have 'force-fields' between fences, but act as powered conductors, which shoot bolts of lightning down to units in close proximity. Spiders and scorpions (or RR men) getting too close will get zapped.

SPIDER WEBS

These blocks are to perform, as obstacles for the vehicles, like mud, spikes or glue. The player has to try to control the vehicle and not slide or slip into a 'problem block'.

These are shown as visible patch on the floor. These can clog up and stop a vehicle, a RR then has to go out and 'clean' the vehicle off the sticky web, by shooting it, to shoot it away and free the vehicle.

VEHICLES

HOVERBOARD

CATAMARAN

LOADER DOZER

SMALL TRUCK

GRANTIE GRINDER

SMALL DIGGER

SMALL HELICOPTER

TUNNEL TRANSPORT

ROBO-SUIT

ROCK RAIDER

ROCK RAIDERS TEAM

Each of the Rock Raiders team has a special ability.

Here are the suggested talents, other easy to implement suggestions welcome

Chief	Captain		
Doc	Geologist	Grey torso	Radar always full display (no need for maps)
Sparks	Engineer	Orange torso	Vehicles auto repair themselves, when he is driving
Axle	Driver	Black torso	Vehicles, can take extra damage+ go faster
Bandit	Sailor	Red torso	Sailing craft faster, only this unit can swim.
Jet	Pilot	Blue torso	Possible 'jump' jet pack - short bursts?= longer jump

Rock Raider unit can run and jump and carry.

While 'jumping' he is still controllable with the direction keys.

The longer the jump key is held the higher (longer) he jumps.

A perfect maximum jump would be two blocks, if timed exactly.

The player can have 'lives' which if 'teleported to safety' he will re-appear on the level, E.G. he jumped and landed in the middle of lava or water then he will be teleported back to the side, but a life will be lost.

EFFECTS

Rubble falling

Collectables

Teleport in / out

Rock monsters hit

Vehicles hit

Game over

Pause

INTRO SCREENS**SELECT ' OPTIONS SCREENS****BETWEEN LEVEL ANIMS****LEVEL WON SCREEN****LEVEL LOST SCREEN****QUIT SCREEN****CREDITS SCREEN****CAMERA VIEWS –LEAVE to later**

The camera moves in out and around, depending on the current situation, always smoothed transitions.

The faster a unit can move the more map is shown (zoom out), slower moving units (zoom in).

The camera moves 'ahead' of the direction facing, so more of the area the player is moving into is visible, the faster they move the more 'ahead' it looks, but never so far that the vehicle is not fully visible.

RR units the camera tilts down slightly from an overhead to more 45degrees view.

On the 2 player mode, the camera needs to be dead centre between the two units.

If the route ahead is blocked, the camera will zoom in, and the camera angle tilt down from an overhead view to more side on (45degrees). It will zoom out and up again as the direction ahead opens up.

RADAR – Leave till later

Small map to show dug sections and vehicles/enemies/men etc.

ICE LEVELS – leave till later

Can the physics engine cope with a general – added slide feel to all the units?